

RADAR: An In-Building RF-based User Location and Tracking System

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Outline

- ✦ Motivation and related work
- ✦ RADAR
 - ✦ generating a radio map
 - ✦ NNSS algorithm
- ✦ Performance evaluation
- ✦ Summary and follow-on work

Motivation

- ✦ Location-aware services are a key ingredient of mobile computing
- ✦ Determining user location is a prerequisite to building such services
- ✦ Solutions designed for the outdoors (e.g., GPS) are ineffective indoors

Related Work in Indoor Positioning Systems

- ☀ Infrared-based systems (e.g., Active Badge)
 - ☀ Accurate due to short range and line-of-sight property
 - ☀ But scales poorly & requires specialized infrastructure
- ☀ Radio Frequency-based systems
 - ☀ Cell-level granularity using point of attachment
 - ☀ Duress Alarm Location System, PinPoint
- ☀ Alternative technologies: magnetic, optical, acoustic
 - ☀ Very accurate (mm to cm resolution)
 - ☀ But requires dedicated infrastructure
 - ☀ Targeted at specialized applications, e.g., head tracking

Traditional approach has been based on dedicated technology and infrastructure

Our Approach

- ✦ Leverage *existing* infrastructure
- ✦ Use an off-the-shelf RF wireless LAN
- ✦ Several advantages
 - ✦ WLAN deployed primarily to provide data connectivity
 - ✦ software adds value to wireless hardware
 - ✦ better scalability and lower cost than dedicated technology

RADAR

- ★ Key idea: signal strength matching
- ★ Offline calibration:
 - ★ tabulate $\langle \text{location}, \text{SS} \rangle$ to construct *radio map*
- ★ Real-time location & tracking:
 - ★ extract SS from base station beacons
 - ★ find table entry that best matches the measured SS

Constructing a Radio Map

★ Empirical method

- measure SS at various locations using BS beacons
- record SS along with corresponding coordinates
 - user orientation needs to be included too!
 - tuples of the form $(x, y, z, d, s_1, \dots, s_n)$
- accurate but laborious

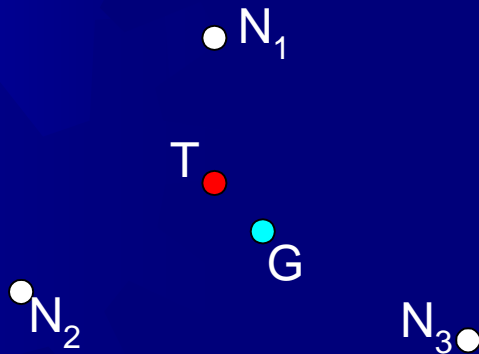
★ Mathematical method

- compute SS using a simple propagation model
 - factor in free space loss and wall attenuation
 - apply Cohen-Sutherland line clipping algorithm on building layout
- more convenient but less accurate

$$P(d)[dBm] = P(d_o)[dBm] - 10n \log\left(\frac{d}{d_o}\right) - \begin{cases} nW * WAF & nW < C \\ C * WAF & nW \geq C \end{cases}$$

Determining Location

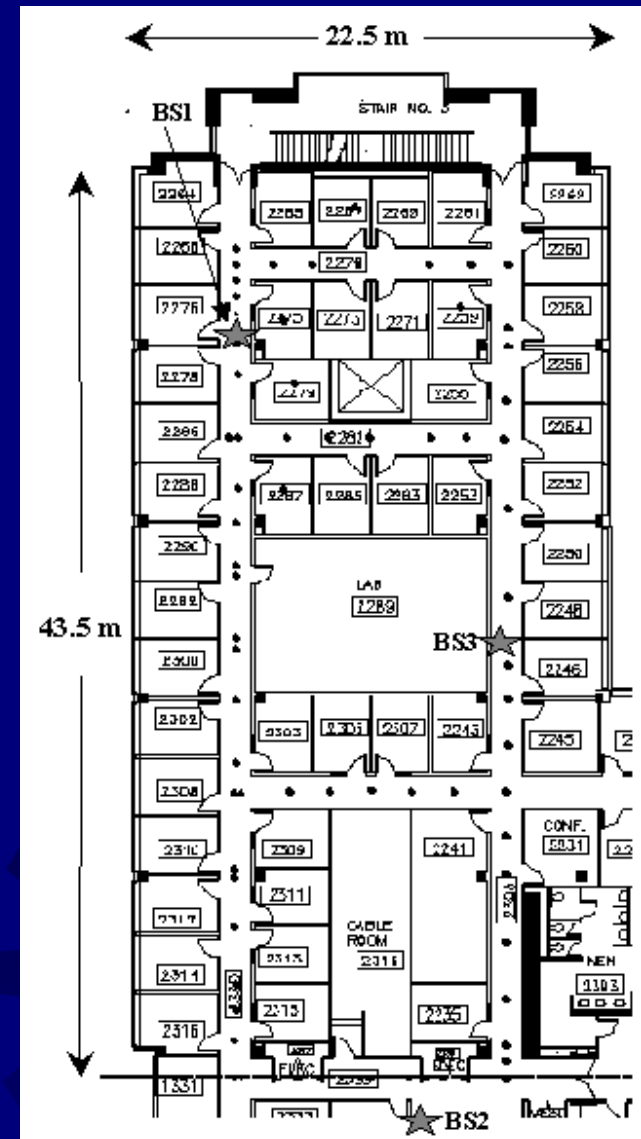
- ★ Find nearest neighbor in signal space (NNSS)
 - ★ default metric is Euclidean distance
- ★ Physical coordinates of NNSS \Rightarrow user location
- ★ Refinement: k -NNSS
 - ★ average the coordinates of k nearest neighbors



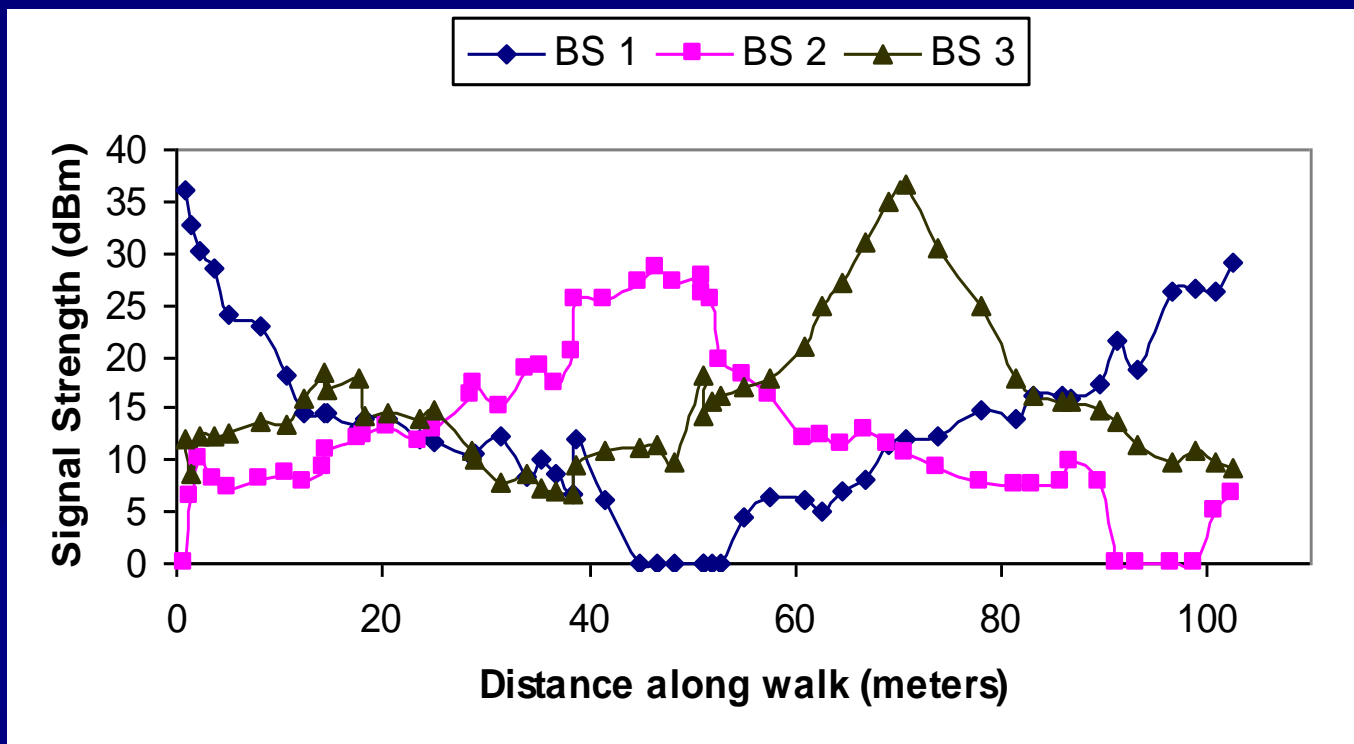
N_1, N_2, N_3 : neighbors
 T : true location of user
 G : guess based on averaging

Experimental Setting

- ☀ Digital RoamAbout (WaveLAN)
- ☀ 2.4 GHz ISM band
- ☀ 2 Mbps data rate
- ☀ 3 base stations
- ☀ $70 \times 4 = 280$ (x,y,d) tuples

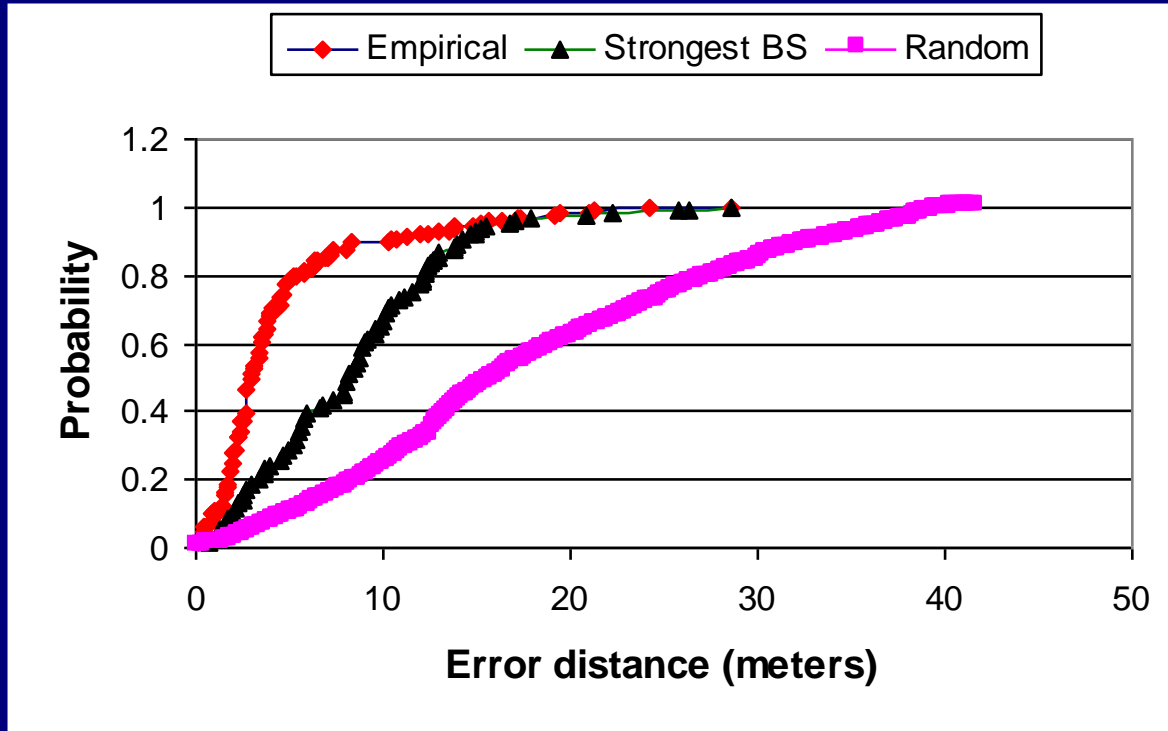


How good an indicator of location is signal strength?



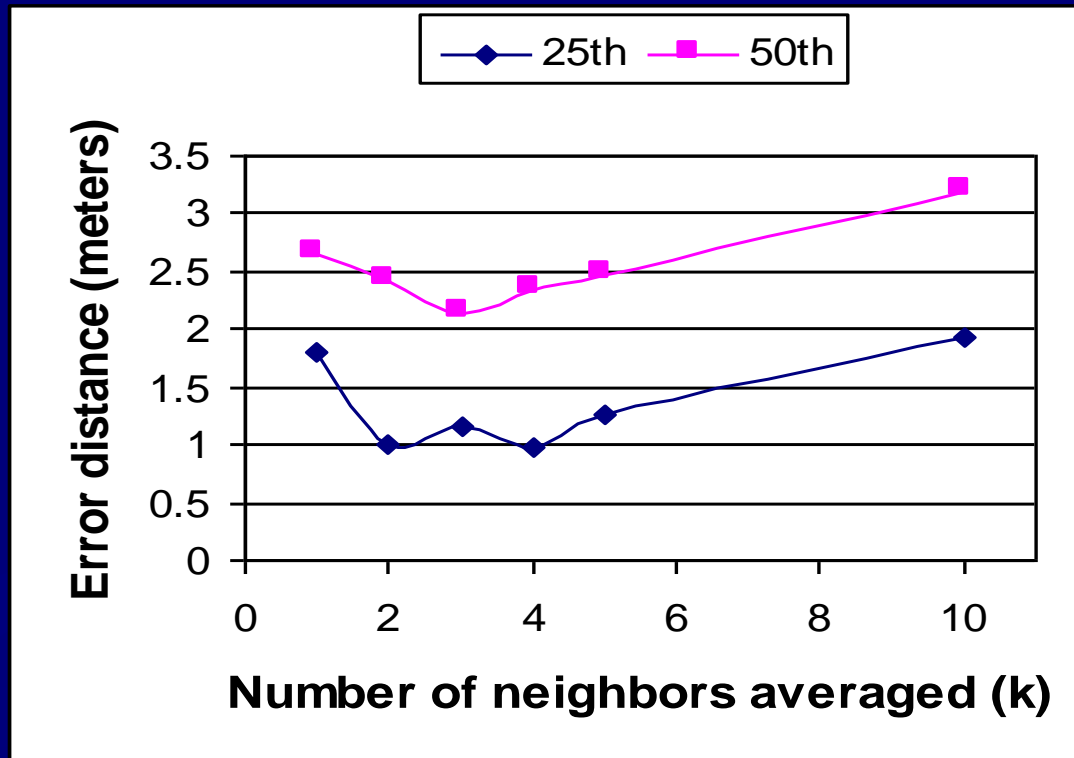
Signal strength correlates well with location

Baseline Performance



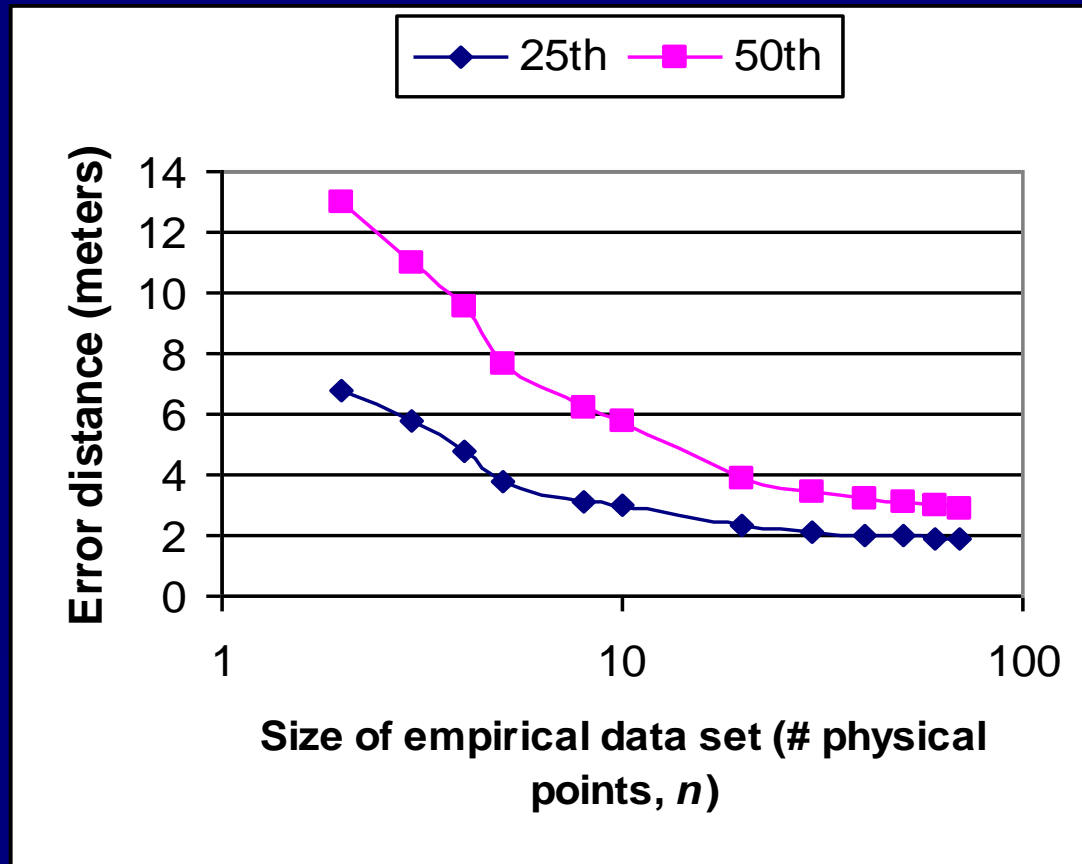
Median error distance is 2.94 meters

Performance with averaging



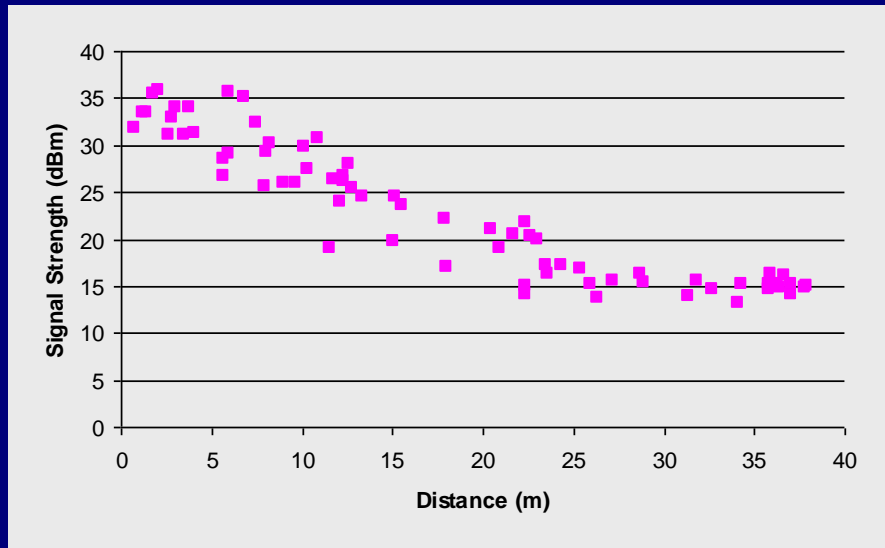
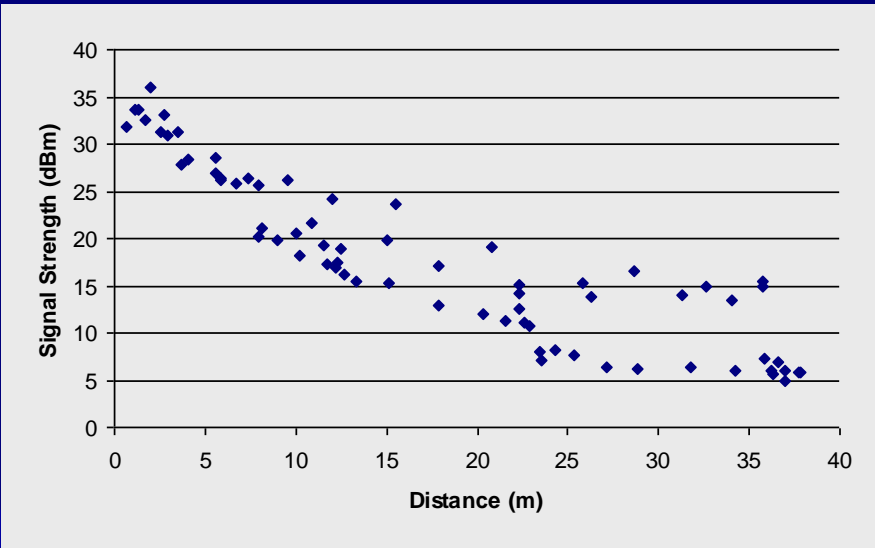
Median error distance is 2.13 meters when averaging is done over 3 neighbors

How extensive does the Radio Map have to be?



Diminishing returns as the number of physical points mapped increases

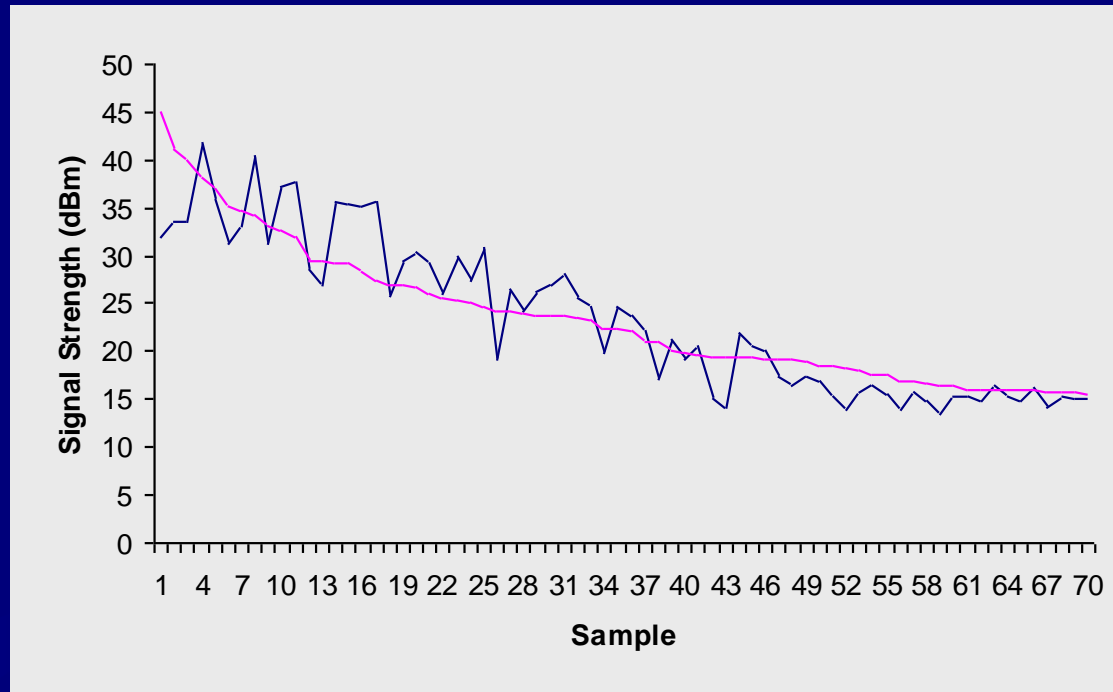
Signal Propagation Model



$$P(d)[dBm] = P(d_o)[dBm] - 10n \log\left(\frac{d}{d_o}\right) - \begin{cases} nW * WAF & nW < C \\ C * WAF & nW \geq C \end{cases}$$

Model parameters: $P(d_o) = 58$ dBm, $n = 1.53$, $WAF = 3.1$ dBm, $C = 4$ walls

How well does it work?



Median error distance is 4.94 m compared to 2.94 m with empirically constructed radio map and 8.16 m with nearest base station method

Summary

- ✦ Determine user location via signal strength matching
- ✦ Radio map constructed via empirical measurements or mathematical modeling
- ✦ Median error 2-3 meters with empirical map
- ✦ Leverages existing wireless LAN infrastructure
 - ✦ wireless hardware agnostic

RADAR: a software solution to indoor location determination

RADAR++

- ☀ Probabilistic modeling of user motion
 - models constraints imposed by building geometry
 - thins down the tail of the error distance CDF
- ☀ Environmental profiling
 - adapts the system to varying radio environment
- ☀ Multiple floors

MSR Technical Report MSR-TR-2000-12

For more info

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- Email {*bahl,padmanab*}@microsoft.com